

AVATAR OF KHAINE - AELDARI - CRAFTWORLDS

250 PTS

M	T	Sv	W	LD	OC
10"	11	2+	14	6+	5

INVULNERABLE
SAVE



AUFSTELLUNG

1x Avatar of Khaine

Equipped with: The Wailing Doom, ► The Wailing Doom - Strike, ► The Wailing Doom - Sweep

KEYWORDS: Daemon, Epic Hero, Character, Monster, Avatar of Khaine, Aeldari

FACTION KEYWORDS: Asuryani

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
The Wailing Doom SUSTAINED HITS D3	12"	1	2+	16	-4	D6+2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► The Wailing Doom - Strike	Melee	6	2+	16	-4	D6+2
► The Wailing Doom - Sweep	Melee	12	2+	8	-2	2

ABILITIES

Damaged: 1-5 Wounds Remaining

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Molten Form

Each time an attack is allocated to this model, halve the Damage characteristic of that attack.

The Bloody Handed (Aura)

While a friendly Aeldari unit is within 6" of this model, add 1 to Advance and Charge rolls made for that unit.

WEAPON ABILITIES

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.